ABSTRACT

An objective is to provide an image generation system and program which can implement a realistic image with less processing load and without giving any unnatural feel to a player. It is determined whether or not any obstruction OB intervenes between an enemy character ~~C1~~ controlled by a computer and a viewpoint VP (or player's character) (or whether or not the obstruction OB exists on a line connecting <u>an enemy character to a viewpoint</u> ~~C1 to VP~~). ~~According to the determination, an action of C1 is controlled such that the attack from C1 will not act on the player passing through the obstruction OB. For example, the enemy character C1 is prohibited from attacking, or moved to an appropriate moving target position. If another enemy character C2 intervenes between C1 and VP, the enemy character C1 is made to stand by until the enemy character C2 is erased. If the enemy character C1 has moved out of the player's view, the enemy character C1 is erased to prevent an attack from the enemy character C1 out of the view.~~ The present invention is particularly effective when the motion of the enemy character C1 is generated in real time through the physical simulation.